



SOCOM 3

U.S. NAVY SEALs

Public Beta Manual for PlayStation®2 Sony Computer Entertainment America



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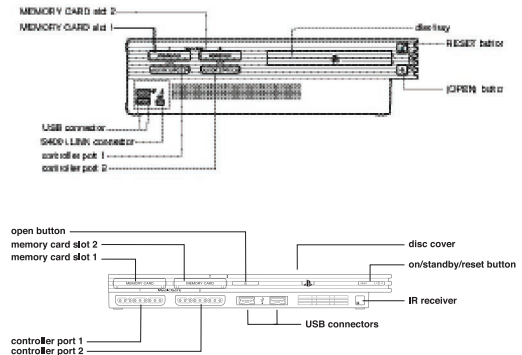
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SETTING UP YOUR CONSOLE

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located in the back of the console) is turned ON. Press the RESET button. When the power indicator turns green, press the OPEN button and the disc tray will open. Place the **SOCOM 3: U.S. Navy SEALs Public Beta Version** disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.



▲ Network Adaptor (Ethernet Modem) (for PlayStation®2)

In order to play **SOCOM 3: U.S. Navy SEALs Public Beta Version** Online, you must have installed a Network Adaptor (Ethernet Modem) (for PlayStation®2) on your PlayStation®2 computer entertainment system before playing or use the PlayStation®2 with internal network connector. Set up the Network Adaptor (Ethernet Modem) (for PlayStation®2) according to the instructions included in its packaging.

Caution: Unplug the power cord on your PlayStation®2 computer entertainment system before adding any networking equipment to the system.

Note: **SOCOM 3: U.S. Navy SEALs Public Beta Version** must be played over a broadband internet connection (DSL, cable modem, or higher speeds).

▲ Memory Cards

A memory card (8MB)(for PlayStation®2) is required to play **SOCOM 3: U.S. Navy SEALs Public Beta Version**. Before playing online, a valid network configuration must be saved to the memory card (8MB)(for PlayStation®2) using either the Network Startup Disc or the SOCOM 3 Network Configuration Utility.

▲ Setting Up the Headset (optional)

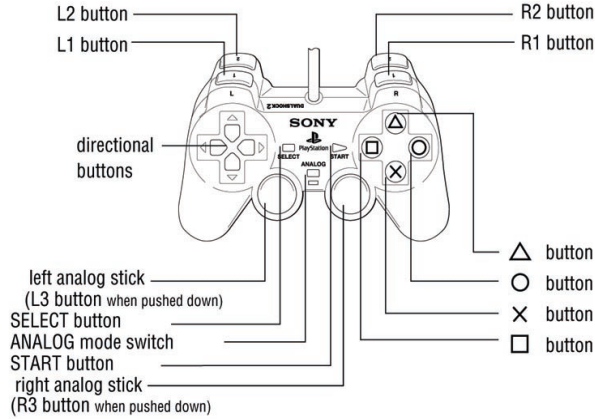
SOCOM 3: U.S. Navy SEALs Public Beta Version is compatible with both the SOCOM headset and USB headset (for PlayStation®2).

The headset connects to either one of the USB (Universal Serial Bus) connectors located on the front of your PlayStation®2 computer entertainment system. With the USB symbol facing UP, insert the cable into one of the USB connectors.



CONTROLS

DUALSHOCK®2 analog controller Configuration



Menu Controls

Navigate menu/Highlight menu item	directional buttons or left analog stick
Select highlighted menu item	⊗
Previous screen/Return to Main Menu	△
Open Start Menu	START
Voice Chat (with headset)	L2 (hold) + voice
Access team command menu (via controller)	L2 + directional buttons or left analog stick
Open team command sub-menu	⊗
Highlight tactical command on sub-menus	directional buttons or left analog stick ↑ / ↓
Execute command	⊗
Cycle through Weapons / Equipment	○ + directional buttons ↑ / ↓
Select Weapon / Equipment	⊗
Player statistics	SELECT

Character Movement and Actions

Note: These are the default Precision Shooter controls.
 You can change controls on the Options menu.

Move character	left analog stick
Aim weapon / look	right analog stick
Change body position (stand, prone, crouch)	△ (press hard to go prone)
Jump	□
Dive	run + △ firmly
Peek around corner	directional buttons ⇐ or ⇒
Fire / throw / deploy weapon	R1



▲ Character Movement and Actions (cont.)

Toggle primary / secondary weapon	L1 (tap)
Toggle weapon to semi / full auto	press L3 twice or hold
Reload weapon	R3
Activate special action icons	X
Toggle special action icons	hold X + directional buttons \leftarrow or \rightarrow , then release
Toggle perspective: 3rd person, 1st person, weapon scope	directional buttons \uparrow / \downarrow (multiple taps)
Swim	left analog stick (also while submerged)
Submerge / Resurface (while swimming)	△ (tap)

Note: While swimming or submerged, characters are restricted from using weapons. Also, while submerged, an air meter will appear next to the character's name. When the air meter is depleted, the character will automatically resurface.

Cycle through teammates during online play directional buttons \leftarrow / \rightarrow (after you are out of action)

Note: You will be able to do this in Spectator mode as well.

Change / Customize weapon during online play **R2** (after you are out of action)

▲ Vehicle Controls and Actions

Mount / Dismount Vehicle	X (standing next to vehicle and special action icon appears)
Accelerate	left analog stick \uparrow (when driving)
Brake	left analog stick \downarrow (when driving)
Steer	right analog stick (when driving)
Aim weapon	right analog stick (when operating mounted weapon)
Fire weapon	R1 (when operating mounted weapon)

ONLINE COMMUNICATION

▲ Using the On-Screen Keyboard to enter Data and Chat

When data entry is required, the on-screen keyboard displays automatically. To chat, press **○** to open the Online Keyboard.

Note: You can only enter date and chat using the on-screen keyboard when connected to a game room.

- Press the directional buttons or left analog stick to highlight a key, then press **X** to select and enter the character in the field.
- Press **□** to backspace.
- Press **R2** to move the cursor right.
- Press **L2** to move the cursor left.
- Press **L1** to shift.
- Press **R1** to toggle Caps Lock.
- Select ENTER or press **○** to enter data or transmit chat.
- Press **△** to close the keyboard without transmitting or entering data.
- Text chat during Mission using the Chat Menu.

Note: You can use an optional USB keyboard to enter data and chat. Once connected, press ENTER on your keyboard to activate it in data entry or chat situations



▲ Text Chat during Missions using the Chat Menu

Tap **L2** to open the Chat Menu. Press the directional buttons to highlight a chat menu option and press **X** to transmit the message.

Friend Invite: Invite an in-game player to be a friend.

Taunts: These are preset vocal taunts and customizable text message taunts you can direct at the opposition.

Radio: Select Active channel for voice communication using the headset. See "Using the Headset Online" on the following page.

Ignore: Turn off text messaging and voice chat from a specific player.

Vote: Vote to have a player removed from the game.

Clan Invite: Invite an in-game player to your clan.

USING THE HEADSET ONLINE

Note: SOCOM 3: U.S. Navy SEALs Public Beta Version is designed to conduct 2-way conversations with other players during Online Games.

Communication with your team is essential for victory. Use your headset for voice communication with your team during Online gameplay. Enemy players will not be able to hear your team's communications.

Communicate with online teammates over five channels. Tap **L2** and select RADIO from the Chat Menu, then select the channel you want to speak over:

All	Communicate with the entire team.
Channel 1	Communicate with other teammates on the Channel 1.
Channel 2	Communicate with other teammates on the Channel 2.
On / Off	Toggle voice chat on / off.

The Who's Talking Icon will appear when someone is communicating.

To speak:

1: Press and hold **L2** until you hear the ready tone and the Comm Icon appears at the bottom of the screen.

2: Speak normally and keep it brief -- Transmit a message of ten seconds or less. Minimize chatter to give every one a chance to communicate. Release **L2** when done talking.



CREATING A NETWORK CONFIGURATION

Note: If you have already created a valid network configuration using the PlayStation®2 Network Adaptor Start-Up Disc or network start-up application for another online PlayStation®2 game and have the memory card (8MB)(for PlayStation®2) containing that configuration in your PlayStation®2 console, skip this section and review the remaining sections.

Before you can play **SOCOM 3: U.S. Navy SEALs**

Public Beta Version online, you must have a valid network configuration saved to a memory card (8MB) (PlayStation®2). If you have already created and saved a network configuration using the PlayStation®2 Network Adaptor Start-Up Disc, you are good to go.

If not, you can use the Network Configuration application on your

SOCOM 3: U.S. Navy SEALs Public Beta Version disc.

Note: For more detailed information on creating a Network Configuration, see the PlayStation®2 Network Adaptor Start-Up Disc Instruction Manual.

To Create a Network Configuration using the application on the **SOCOM 3: U.S. Navy SEALs Public Beta Version**, have your Internet Settings ready for reference and follow the steps below:

1. Make sure a memory card (8MB) (PlayStation®2) is inserted into a MEMORY CARD slot on your PlayStation®2 computer entertainment system.
2. On the Title Screen Menu, select ACCOUNT SETUP. The LOGIN TO SOCOM 3 ONLINE Screen will appear and the cursor will default to the Edit Network Configurations button. Press \otimes to launch the Network Configuration application.
3. Select ADD SETTING and select MEMORY CARD slot 1 or 2.
 - Press the directional button \uparrow / \downarrow to highlight a menu option and \rightarrow to accept settings and advance to the next screen.
 - If you change your mind about a setting, press the directional button \leftarrow to return to the previous screen or \odot to return to the Network Configuration main menu.
4. Select Hardware. Select SCE/ETHERNET (NETWORK ADAPTOR). If you are using a different type of network adaptor, please consult its manual.
 - Press the \triangle button to open the Advanced Settings Menu if necessary. It is highly recommended you leave this setting to AUTO DETECT unless you are sure of a different setting.
5. Select OK at the Prompt and proceed with entering settings. Are a User ID and password required to connect to the internet through your ISP (Internet Service Provider)? Select REQUIRED or NOT REQUIRED. If required, enter the User ID and password. **Note:** Some ISPs require a username and password for e-mail, but allow you to connect to the internet without them.



CREATING A NETWORK CONFIGURATION (cont'd)

- Set the IP Address if needed.
 - The usual setting is AUTO and you are not required to enter the IP Address, which is automatically assigned using DHCP (Dynamic Host Configuration Protocol). However, a DHCP host name may also be required. If so, press the \triangle button to open the advanced setting and enter the host name. If your ISP requires a “static IP address”, select MANUAL and enter the address. In addition to the IP Address, you must enter the Netmask and probably the address of the Default Router. **Check with your ISP if you are not sure about any of these numbers.**
- Set the DNS Address if needed. The usual setting is AUTO and you are not required to enter the IP Address of the Domain Name Server. If required, select MANUAL and enter primary and secondary addresses.
- You are almost finished. On the Name Your Setting screen, press the \otimes button to display the Virtual Keyboard if you want to give your network configuration a specific name. Press the directional button right and press the \otimes button to save your new setting with the default name. You will be prompted to “Test the Connection” prior to exiting the Setting Guide Mode. This is optional, but recommended.

GET CONNECTED TO SOCOM 3: U.S. Navy SEALs

Use of the online portion of this game is subject to the terms and conditions under the User Agreement located within the game. A full copy of the User Agreement is available at www.us.playstation.com/useragreement.aspx?id=1

- On the Title Screen Menu select ACCOUNT SETUP. Choosing ACCOUNT SETUP will take you to the LOGON TO SOCOM 3 ONLINE Screen.

Note: Once you've created a profile and have saved it to a memory card (8MB) (for PlayStation®2), choosing FAST LOGIN will directly connect you online.

- Select LOGIN to connect to the internet (you must have a Network Configuration).
- On the Select Universe Screen, select a Universe to connect to the SOCOM 3 Online Screen.
- Select Player Name. Enter a screen name and select ENTER. Select PASSWORD, enter a password, then select ENTER. Highlight GENDER and press \otimes to toggle your gender. You are not required to enter your GENDER to create a persona to play online.

Note: Be sure to write down or remember your password. Lost passwords cannot be retrieved by SCEA Consumer Services. If you lose your password, create a new player name and password for online play.

- Select CONNECT. When prompted to write down name and password info, press \otimes .



GET CONNECTED TO SOCOM 3: U.S. Navy SEALs (cont'd)

- When prompted to save to a memory card (8MB) (for PlayStation®2), select YES if you want to save your profile and password. This is highly recommended.
- Please read the User Agreement and select "ACCEPT" if you agree to the terms.

Note: You must agree to the terms of the User Agreement to connect to **SOCOM 3: U.S. Navy SEALs Public Beta Version.**

- If the player name you have selected is available, you will be prompted to register that name. Choose "YES" and press \otimes to register that player name. If you receive an incorrect password error, someone has already registered that player name and you must select a new one.
- At the SOCOM 3 Operations Control Network Menu, select BRIEFING and press \otimes . Press the directional buttons or left analog stick to select a briefing room you would like to enter and press \otimes . Select a game from the list and press \otimes to enter the Game Lobby. If you receive notification that the game is already in progress, press \otimes to go to the game lobby. Press the \triangle button to select READY. If the game is already in progress, you will join the game when you select READY. If in between games, selecting READY indicates that you are ready to play.

PLAYING THE ONLINE GAME

Online Mission Types

As you cycle through Game Lobbies on the BRIEFING screen, each game's mission type appears to the right of the Game Name under GAME DETAILS to help you decide which game to join.

Breach: SEALs attempt to break through barriers and destroy key targets in a terrorist stronghold. Terrorists use their fortifications to prevent the SEAL incursion.

Demolition: Find the bomb and blow up the opposition headquarters. Get hold of the bomb and become the hunted as enemy troops try to kill you and your team before their HQ is destroyed. Lose the bomb and you're now on defense. Plant the bomb in the enemy base and prevent it from being defused by the enemy until it blows up.

Suppression: This is a pure fight to the death between SEALs and terrorists with a five minute time limit. The winner has the most men left standing. Suppression maps can be set to respawn and players will instantly come back to life after being killed to rejoin the fight.

Escort: Key personnel need to be moved to a secure location. SEALs win by getting at least two VIPs to the extraction point or killing all terrorists. Terrorists win by eliminating all VIPs or all SEALs.



▲ Online Mission Types (cont'd)

Extraction: This is a hostage situation. SEALs win by killing all terrorists or escorting at least two hostages to the extraction point. Terrorists win by killing the SEALs. If the terrorists murder a hostage, it counts as a rescued hostage for the SEALs.

Control: This is all about territory and taking control of it. In order to do so, you must be the first team to plant a beacon at each of the control points across the environment. Once a beacon has been planted, it can't be taken away by the enemy, but they also can plant a beacon at each control point. The team that is able to place beacons at all of the control points first, wins.

Convoy: One team must guide a convoy across enemy territory and through a series of checkpoints to a pre-set location. Once there, they will have to pick up some cargo, and then continue through another set of checkpoints to make it out alive. It's up to the opposing team to stop the convoy. If both of the cargo vehicles are destroyed, or all of the convoy team members are killed, the opposing team wins. If at least one of the cargo-loaded vehicles makes it through intact, the convoy team wins.

▲ Finding a Game

1. Start your search by selecting a Universe on the Select Universe screen that appears as soon as you connect.
2. Connect and select ACCEPT on the User Agreement screen to enter the SOCOM 3 Online Screen. From this screen, you have three options for finding a game.

Join manually (Browse through Briefing Rooms and games)

1. Select BRIEFING and make a room selection.
2. Scroll through the games to select the one you want to join



Use Input Filters to Set Game Preferences (Not available in the Multiplayer Beta)

1. Select BRIEFING and then choose FILTERS.
2. On the Filters Menu, select and change each Input Filter parameter to the game description you want and select RETURN when finished. You'll have the options to save these settings to a memory card.
3. Select BRIEFING and scroll through the games list based on your filtering preferences. If the maximum 32 players are already in the game, select a different game.

Select Autoplay

1. Select AUTOPLAY and configure a game to your specific parameters.
2. Cycle through your preferences and then select SEARCH FOR GAMES to find ones based on your parameters.



CONNECTING TO AN ONLINE GAME

After you connect to a Universe server you will be presented with a Server News screen, which lists any current information about the status of the SOCOM 3 server. You can exit this screen and continue by pressing the **X** at any time.

▲ The Online OCN Interface

The online interface is broken down into seven sections: Briefing, Autoplay, Community, Create Clan, Map Screen, Options and My Settings.



BRIEFING

Briefing: Choose from a list of rooms with active games. Once you have chosen a room you will automatically move to the Join Game menu.

Join Game: Join a specific game from a list. Highlighting a game will show the details (game type, etc.) on the right hand side of the screen.

Create Game: Create a custom game. You choose the settings!

Spectate: Not up for playing? Choose Spectate to simply sit back and watch the fun. (Not available in the Multiplayer Beta)

Filters: Set your preferences for what type of games are displayed for you to join. (Not available in the Multiplayer Beta)

AUTOPLAY

Autoplay is designed to quickly help you get into the game. It will default to the most liberal settings, but you can choose to filter any of the settings in order to tailor the online experience to your liking.

Map Name: The default setting will search for games being played on any map, however you can choose a specific map here. This is a great way to find a game on your favorite map or to keep playing a map you want to learn.



AUTOPLAY (cont'd)

Game Type: The default setting will search for any game type, but you can choose a specific type here. You can choose between Breach, Control, Convoy, Demolition, Escort, Extraction and Suppression.

Score Type: This determines how the game is scored. SOCOM 3 will default to Ladder scoring, but you can also choose from Open and Respawn scoring.

Number of Players: You can search for games with any number of players, or restrict your search to a minimum number so that you never get stuck in a game with too few opponents.

Advanced Options: This section contains more gameplay options.

Friendly Fire: You can choose to search for any game, or games with Friendly Fire specifically enabled or disabled.

Weapon Modes: SOCOM 3 will default to games with all weapons, however if you only want to play with a certain kind or set, you can set that filter here.

Vehicles: Filter games by whether vehicles are enabled or not.

Time of Day: Choose to play at noon (day game) or night (night game).

Connection Speed: This option will filter servers based on their ping time. You can choose to show only servers that are fast (Green), average (Yellow) or slow (Red).

Reset: Choose this to reset everything to the default option.

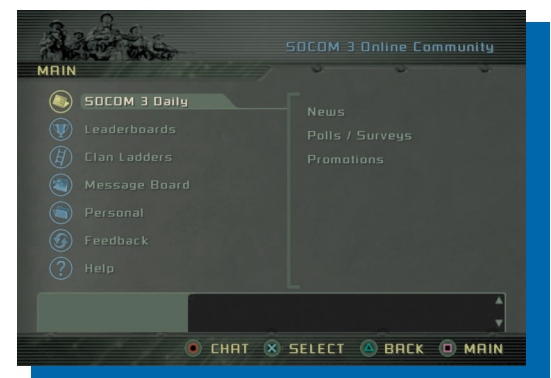
Search for Games: Select this to start the search for any game matching your parameters.



COMMUNICATION

This is your connection to the SOCOM Online Community. Check in daily to make sure you have the latest info on the game or use the private Email to schedule an online match with your friends or clan-mates.

SOCOM 3 Daily: Here you will find news on the game, polls and surveys as well as any info on SOCOM 3: U.S. Navy SEALs promotions.



COMMUNICATION (cont'd)

Leaderboards: Think of this as your way to prove to the world how good you are. The leaderboards are an up-to-the-second listing of the top SOCOM 3 players worldwide.

Clan Ladders: How does your clan stack up against the rest? Find out here!

Message Board: Read messages from other players or post your own thoughts on the game. This is an open forum for all players.

Personal: Edit your online profile or check your personal Email.

Feedback: Submit questions and comments about SOCOM 3: U.S. Navy SEALs directly to Sony. We want to know what you think!

Help: Read a FAQ on the game or browse the online manual

CREATE CLAN

Playing online is fun, but it is always more fun to play with your friends and a clan is a perfect way to do that. Creating a clan gives you an easy way to identify yourself with the group and lets others know that you are part of a high profile team. To create a clan you must first enter a Clan Name and then a Clan Tag. Now, click on Create Clan. So long as the name is not already taken your clan will be created.

MAP SCREEN

The Map Screen will allow you to do some pre-mission reconnaissance before entering the battlefield. Notable items, including SEAL and terrorist spawn points, vehicle locations and base headquarters will be displayed here.

Map Name: Choose Map Name to see the name of the map currently selected.

Game Type: Select Game Type to see the different map layouts for each of SOCOM 3's game types (Demolition, Escort, Breach, Convoy, Control, Extraction).

Full Screen: Choose full screen to zoom the selected map up to the size of your screen.



OPTIONS

This is the place to configure your options. MP options will allow you to configure your online play while the Options tab will allow you to configure game options such as audio, video and control.

Player Name On/Off: Choose whether or not you want player names displayed during a match.


Retrieve Messages in Game: Allow others to send you messages while playing or prevent others from contacting you while in game.

Disable Other Messages: Disable general in-game messages.

Enable Quick Login: Allows you to get online with Fast Login from the main menu.

Looking for Clan: Let other players know you are looking to join a clan.

MY SETTINGS

Friends: Add other players to your friends list so you can easily find them online. Simply press  to add a friend.





Ignore: Unfortunately not every player out there is cool enough to game with, but if you run into a bad apple you don't have to keep playing. Simply add them to your ignore list and you will never have to hear from them again.

Taunts: You can save up to three quick taunts for use in game.

Invitations: This is where you will find invites from other players asking you to join their Friends List or Clan.



THE START MENU

Pressing  during an online game will pull up the Start Menu and give you access to a variety of game options. Press the directional buttons  /  to highlight a menu option and press  to confirm your selection.

Note: Accessing the Start Menu during online gameplay will not pause the game.

Resume: Resume game.

Abort Mission: Aborting the mission will return you to the online interface.

Aim Pitch: Select between Normal or Inverted.

Controller Vibration: Turn vibration function on or off.

Message Window: Turn message window on or off

